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## What is claimed is:

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1. A method of changing a value of a gaming token, the method comprising: associating a first non-zero value with a gaming token;

detecting an event; and

in response to detection of the event, associating a second non-zero value with the gaming token, the second non-zero value being different from the first non-zero value.

- 1 2. The method of claim 1, wherein the gaming token includes a memory, and
- 2 the associating steps respectively include storing the first and second values in the
- 3 memory.
- 1 3. The method of claim \( \), wherein the associating steps respectively include
- 2 storing the first and second values in a database entry that corresponds to the gaming
- 3 token.
- 1 4. The method of claim 1, wherein the detected event is insertion of the
- 2 gaming token in a gaming device.
- 1 5. The method of claim 4, wherein the gaming device is a slot machine.
- 1 6. The method of claim 1, wherein the detected event is a period of time that a
- 2 player has played a gaming device.
- 1 7. The method of claim 6, wherein the gaming device is a slot machine.
- 1 8. The method of claim 1, wherein the detected event is a number of times
- 2 that a player has played a gaming device.
- 1 9. The method of claim 8, wherein the gaming device is a slot machine.
- 1 10. The method of claim 1, wherein the detected event is discharging of the
- 2 gaming token from a gaming device.
- 1 11. The method of claim 10, wherein the gaming device is a slot machine.

- 1 12( The method of claim 1, wherein the detected event is placing the gaming
- 2 token in proximity to a value-changing device.
- 1 13. \ The method of claim 12, wherein the value-changing device includes
- 2 magnet\means for changing a magnetic state of a component of the gaming token.
- 1 14. The method of claim 1, wherein the second non-zero value is greater than
- 2 the first non-zero value.
- 1 15. The method of claim 1, wherein the second non-zero value is less than the
- 2 first non-zero value.
- 1 16. The method of claim 1, further comprising:
- 2 displaying at least one of the values.
- 1 17. The method of claim 16, wherein the displaying step includes displaying
- 2 the at least one of the values by means of a display device mounted on the token.
- 1 18. The method of claim 1, wherein the gaming token includes a memory for
- 2 storing a token identifier, the method further comprising:
- 3 receiving the token identifier.
- 1 19. The method of claim 1, further comprising:
- 2 transmitting the second non-zero value to the gaming token.
- 1 20. The method of claim 19, further comprising:
- 2 receiving the second non-zero value from the gaming token.
- 1 21. A system for changing values of gaming tokens, the system comprising:
- 2 a plurality of gaming tokens;
- means for associating a first non-zerd value with one of the gaming tokens;
- 4 detecting means for detecting events; and
- 5 means, responsive to said detecting means, for associating a second non-
- 6 zero value with said one of the gaming tokens, the second non-zero value being
- 7 different from the first non-zero value.

- 1 22. \ The system of claim 21, wherein each of the gaming tokens includes a
- 2 memory for storing data indicative of a value of the respective token.
- 1 23. The system of claim 21, wherein each of the gaming tokens includes a
- 2 memory for storing a token identifier for the respective token.
- 1 24. The system of claim 23, further comprising database means for storing data
- 2 indicative of respective values of the plurality of tokens.
- 1 25. The system of claim 21, further comprising at least one gaming device for
- 2 detecting values associated with the gaming tokens.
- 1 26. The system of claim 25, wherein the at least one gaming device includes a
- 2 slot machine.
- 1 27. The system of claim 21, wherein the detecting means includes means
- 2 associated with a gaming device for detecting insertion of the gaming tokens into
- 3 the gaming device.
- 1 28. The system of claim  $2\lambda$  wherein the detecting means includes means
- 2 associated with a gaming device for detecting discharging of the gaming tokens
- 3 form the gaming device.
- 1 29. The system of claim 21, wherein the detecting means includes a player
- 2 tracking system.
- 1 30. A gaming token comprising:
- 2 a token body; and
- 3 a device mounted in the token body for outputting a signal detectable by a
- 4 holder of the token to indicate a status of the gaming token.
- 1 31. A gaming token comprising:
- 2 a token body; and

- a display device mounted in the token body, the display device being
- 4 switchable between a first display status and a second display status different from
- 5 the first display status.
- 1 32. The gaming token of claim 31, wherein the display device displays a first
- 2 color in the first display status and displays a second color, different from the first
- 3 color, in the second display status.
- 1 33. The gaming token of claim 31, wherein the display device is blank in the
- 2 first display status and displays an alphanumeric readout in the second display
- 3 status.
- 1 34. The gaming token of claim 31, wherein the display device displays a first
- 2 alphanumeric readout in the first display status and displays a second alphanumeric
- 3 readout, different from the first alphanumeric readout, in the second display status.
- 1 35. The gaming token of claim 31, wherein the display device includes a light-
- 2 emitting diode.
- 1 36. The gaming token of claim 31, wherein the display device includes a liquid
- 2 crystal display.
- 1 37. A gaming token comprising:
- a token body; and
- a sound emitting device, mounted in the token body, for emitting at least
- 4 one sound indicative of a status of the gaming token.
- 1 38. A method of using a gaming token, the method comprising:
- 2 providing a gaming token that includes a memory and a display device;
- 3 storing data in the memory; and
- 4 displaying information on the display device, the displayed information
- 5 representing the data stored in the memory.
- 1 39. The method of claim 38, wherein the data stored in the memory is value
- 2 data indicative of a value of the gaming token.

- 1 40. The method of claim 39, further comprising:
- 2 detecting an event;
- in response to detection of the event, updating the value data stored in the
- 4 memory; and
- 5 displaying on the display device updated information that represents the
- 6 updated value data.
- 1 41. The method of claim 39, further comprising:
- 2 redeeming the gaming token; and
- in response to redemption of the gaming token, updating the value data
- 4 stored in the memory.
- 1 42. The method of claim 41, wherein the redeeming step includes inserting the
- 2 gaming token into a gaming device.
- 1 43. The method of claim 42, wherein the redeeming step includes inserting the
- 2 gaming token into a slot machine.
- 1 44. The method of claim 38, wherein the data stored in the memory is a token
- 2 identifier for identifying the gaming token.
- 1 45. A method of redeeming a gaming token, comprising:
- 2 providing a gaming token that includes a memory;
- 3 storing in the memory value data indicative of a value of the gaming token;
- 4 inserting the gaming token into a gaming device; and
- 5 in response to the insertion of the gaming token into the gaming device,
- 6 updating the value data stored in the memory.
- 1 46. A memory device storing a database, the database comprising a plurality of
- 2 entries, each of said entries including:
- a first field for storing a token identifier that identifies a particular gaming
- 4 token; and
- a second field for storing value data that represents a value associated with
- 6 the gaming token identified by the token identifier stored in the first field.

- 1 47. A memory device according to claim 46, wherein the second fields
- 2 collectively store first data representing a first non-zero value associated with a first
- 3 gaming token and second data representing a second non-zero value associated with
- 4 a second gaming token.
- 1 48. A method of administering a game of chance, the method comprising:
- 2 inserting a gaming token into a gaming device;
- after said inserting step, reading from the gaming token a token identifier;
- 4 determining on the basis of the read token identifier whether a prize has
- 5 been won; and
- 6 displaying a result of the determining step.
- 1 49. The method of claim 48, wherein the gaming device is a slot machine.
- 1 50. The method of claim 48, wherein the reading step includes receiving a
- 2 signal transmitted from the gaming token.
- 1 51. The method of claim 48, wherein the reading step includes optically
- 2 scanning the gaming token.
- 1 52. The method of claim 48, further comprising:
- 2 inserting at least one additional gaming token into the gaming device; and
- reading at least one additional token identifier from the inserted at least one
- 4 additional gaming token;
- 5 wherein the determining step is based on the read at least one additional
- 6 token identifier.
- 1 53. A gaming device, comprising:
- 2 means for receiving a gaming token; and
- reading means for reading a token\identifier from a gaming token that has
- 4 been received by the means for receiving.
- 1 54. The gaming device of claim 53, further comprising:
- 2 communication means for exchanging\data signals with a host computer;

- determining means, connected to the reading means and the communication
- 4 means, for determining whether a prize has been won; and
- display means, responsive to the determining means, for displaying an
- 6 indication that a prize has been won.
- 1 55. A method of administering a game, the method comprising:
- 2 providing a gaming token that includes a display;
- 3 using the display to display information; and
- 4 determining a game outcome on the basis of the displayed information.
- 1 56. The method of claim 55, wherein the displayed information is
- 2 alphanumeric information.
- 1 57. The method of claim 55, wherein the game is bingo.
- 1 58. The method of claim 55, wherein the game is a drawing.
- 1 59. A method of operating a gaming device, the method comprising:
- 2 receiving a payment from a player;
- 3 generating a credit corresponding to the received payment;
- 4 representing the credit as a displayed set of at least one virtual token;
- associating a use number with each virtual token;
- 6 identifying at least one virtual token for betting;
- 7 determining a play outcome; and
- 8 on the basis of the play outcome, updating the displayed set of at least one
- 9 virtual token.
- 1 60. The method of claim 59, wherein the receiving step includes receiving
- 2 currency inserted into the gaming device.
- 1 61. The method of claim 59, wherein the receiving step includes receiving at
- 2 least one gaming token inserted into the gaming device.
- 1 62. The method of claim 59, wherein the receiving step includes receiving a
- 2 transfer by means of a payment card.

- 1 63. The method of claim 59, wherein the updating step includes adding at least
- 2 one virtual token to the displayed set if the play outcome indicates a win.
- 1 64. The method of claim 59, wherein the updating step includes incrementing
- 2 the use number associated with the identified virtual token if the play outcome
- 3 indicates a win.
- 1 65. The method of claim 59, wherein the updating step includes removing the
- 2 identified virtual token\if the play outcome indicates a loss.
- 1 66. The method of chaim 59, wherein zero is the use number associated with a
- 2 virtual token that has not been identified for betting.
- 1 67. The method of claim 59, wherein the use number associated with a virtual
- 2 token is equal to a number of times the virtual token has been identified for betting
- 3 without being lost.
- 1 68. The method of claim 59 Murther comprising:
- 2 providing a benefit to the player for each virtual token having a use number
- 3 equal to a predetermined threshold.
- 1 69. The method of claim 59, wherein the gaming device is a slot machine.
- 1 70. A gaming device, comprising:
- 2 means for receiving a payment from a player;
- means for generating a credit corresponding to the received payment;
- display means for representing the credit as a displayed set of at least one
- 5 virtual token;
- 6 means for associating a use number with each virtual token;
- 7 means for identifying at least one virtual token for betting;
- 8 means for determining a play outcome; and
- 9 means for updating the displayed set of at least one virtual token on the
- 10 basis of the play outcome.

- 1 71. The gaming device of claim 70, wherein the display means and the means
- 2 for identifying include a touch screen.